
Title: Daemonism - Volume III

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Now that you have
read about one of my
many journeys to
study Daemons,
perhaps you can
understand better
some of what I shall
be talking about in this
Volume, and the ones
to come after.

Within this Volume I
shall go into detail on
the magics of the
Daemon, and how our
magics differ a bit
from their own. Also
I shall go into their
link to the Abyss, and
to our world. I shall
try to make it clear to
you that these
creatures, though
strong in many
aspects, also have
their weakness.

Daemons use magic
much like our own,
however, they do
contain within them
some differences in
how they are used.
This is mainly due to
the fact that Daemons
are not from our
realm, and therefor,
do not have to use the
same path to access
the ether as we do.
Magic to the Daemon is
like a normal action.
Though they do still
rely upon mana usage,
their bodies and minds
are able to focus much
larger amounts of it
than our own.
Daemons have been

known to cast spells
from the eighth ring
of the ether many
times over without
ceasing an attack to
restore.

The reasoning behind
the fact that they do
not need to use Magic
Dicta or reagents to
cast with is because
they are in constant
touch with the Abyss.

This enables them to
go around such
materials as reagents
and directly focus on
the elements
themselves.

The magic dicta is not
needed because they
themselves can bend
and fold the ether
with mere thought
rather than words. A
true power indeed, and
one that makes their
tactics very
unpredictable.

Daemons, as you
know, must be
summoned to our
realm in some way in
order to remain within
it for long periods of
time. Those daemons
within hythloth are a
bit different in the
way that they have
been given an open
door into our world.
This allows them to
enter as they wish.
Leaving however, is a
bit difficult.

Daemons, once in our
world, are bound to it
for a period of time.
Depending on the way
they were summoned
and for what purpose.

For example: If a
Daemon was
summoned to guard a
treasure of some such
thing, that Daemon
shall remain until the

treasure is no longer there to be guarded, or the caster releases the Daemon.

No matter how they are summoned, a Daemon will always return to the Abyss once slain. Yes, this is truth, a Daemon does not die, but in fact, merely leaves its physical body here and returns to the Abyss to its original body. This allows Daemons to return over and over to the world even after being slain by some hero or another.

Our spell within the Eighth Circle is a bit different. We focus energy into the summoning and call forth upon a Daemon to aid us. These Daemons are bound to us in the same way that a Daemon is to guard a treasure. As they are fully under our command until we can no longer control them. At this time they are released and set wild upon the world. Due to the bond between a Daemon and its summoner, once the Daemon even tries to attack its former master...it is sent hurling back to the Abyss.